

In this project I implemented the server and client using TCP Sockets. I started out by basing my code off of the previous (Project 1) assignment and commenting out the pseudocode we were provided with. These were my outputs.

```
TCPStringClientPersistent x TCPStringServerPersistent x
/Users/filotimo/Desktop/String_Converting_Service_Part11/venv/bin/python /Users/filotimo/Desktop/String_Converting_Service_Part11/venv/TCPStringClientPersistent.py
Enter a message to send to server: hello
HELLO
Enter a message to send to server: what time of day is it
WHAT TIME OF DAY IS IT
Enter a message to send to server: when will this quarantine end
WHEN WILL THIS QUARANTINE END
Enter a message to send to server: have a nice summer
HAVE A NICE SUMMER
Enter a message to send to server: QUIT?
QUIT?

Process finished with exit code 0
```

```
TCPStringServerPersistentMultithread x TCPStringClientPersistent x
/Users/filotimo/Desktop/String_Converting_Service_Part11/venv/bin/python /Users/filotimo/Desktop/String_Converting_Service_Part11/venv/TCPStringClientPersistent.py
Enter a message to send to server: dogs are animals
DOGS ARE ANIMALS
Enter a message to send to server: cows go moo
COWS GO MOO
Enter a message to send to server: bark bark bark
BARK BARK BARK
Enter a message to send to server: QUIT?
QUIT?

Process finished with exit code 0
```